



creator

KNIGHTS' KINGDOM

Instruction Manual



Thank you for buying LEGO Creator Knights' Kingdom, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids Tested. Kids Approved.'

We are confident that LEGO Creator Knights' Kingdom will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services, who will be pleased to help you. LEGO Software is all about fun, so if you love LEGO Creator Knights' Kingdom just take a look through the enclosed poster to get a taster of the other thrilling titles in our range.



Contents

WELCOME TO LEGO CREATOR KNIGHTS' KINGDOM!	4	THE WORKSHOP	30
INSTALLING LEGO CREATOR KNIGHTS' KINGDOM	4	MAKING YOUR OWN MODELS	30
UNINSTALLING LEGO CREATOR KNIGHTS' KINGDOM	5	THE BRICK BUCKET	30
THE KNIGHTS' KINGDOM	6	MOVING BRICKS	32
STARTING LEGO CREATOR KNIGHTS' KINGDOM	10	SAVING YOUR MODEL	35
THE SIX CHALLENGES OF KNIGHTHOOD	12	COOL MODELS	38
CHOOSING A LEGO WORLD	14	CREDITS	40
PLAYING IN THE LEGO WORLD	16	EPILEPSY WARNING	42
ASKING RICHARD THE STRONG FOR HELP	17		
MOVING AROUND YOUR LEGO WORLD	17		
THE MODEL BUCKET	18		
MOVING MODELS BACKWARDS, FORWARD AND SIDEWAYS	20		
REMOVING MODELS	22		
PAINTING	22		
MAKING THINGS HAPPEN!	23		
CHANGING THE WEATHER	26		
LISTENING TO MUSIC	27		
TAKING A PICTURE	27		
SAVING A LEGO WORLD	28		
LEAVING THE LEGO WORLD	29		

Welcome to LEGO Creator Knights' Kingdom!

Welcome to LEGO Creator Knights' Kingdom. It's a fantastical virtual kingdom of medieval adventure in which you can design worlds full of Knights and baddies, and see who will win out.

King Leo's Kingdom is an amazing place with lots of different scenery and fine castles. It's a land of peace and plenty but for one problem, evil, Cedric Bull! Cedric and his gang live in the woods and have been jealous of King Leo for many years. Cedric wants to take over the Kingdom and make the throne his own! Ask anyone in King Leo's Kingdom what they think of that and you'll see them shudder at the very thought.

Installing LEGO Creator Knights' Kingdom

Minimum System Requirements

CPU	233Mhz Pentium II processor (PII 300 recommended)
OS	Windows 95/98. Windows NT, OS/2 and Linux not supported
Memory	32MB RAM (64MB recommended)
Video	Graphics card capable of high color 800x600 resolution with 8MB dedicated video memory.
CD-ROM	Quad speed (8x recommended)
Sound card	DirectX 7 compatible soundcard
Input Device	Keyboard, Mouse, Joystick
Direct X	Version 7. Provided on CD.
Note	Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the CD-ROM drive for the game to run.
Installation	450MB free hard disk space plus space for saved models and worlds (additional space required for DirectX7)

Installing LEGO Creator Knights' Kingdom

Installing LEGO Creator Knights' Kingdom

Place the CD-ROM in the CD-ROM drive and wait for the Setup program to start automatically. If nothing happens after a little while then the Setup can be run directly from the CD by double clicking on "setup.exe" or "autorun.exe". Follow the on screen prompts to install LEGO Creator Knights' Kingdom. As part of installing LEGO Creator Knights' Kingdom, the Setup program will also install DirectX version 7.

Uninstalling LEGO Creator Knights' Kingdom

You may want to ask a grown-up to help you with this bit! To uninstall the game, start the Windows Control Panel, and click the Add/Remove Programs tab. Choose LEGO Creator Knight Kingdom from the list and click 'Remove'.

All program files related to LEGO Creator Knights' Kingdom will be removed from your system.

Don't worry though! All your saved worlds and models will remain in case you want to install and play another day. If you want to remove all of these as well, uninstall the program as described and then delete the folder where you installed the game. Unless you chose a different name when you installed the game, the folder will be:

C:\Program Files\LEGO Media\Constructive\LEGO Creator Knights' Kingdom

Alternatively, LEGO Creator Knights' Kingdom can be uninstalled by following the Start>Programs>LEGO Media>Constructive>LEGO Creator Knights' Kingdom path from the Start button menu

The Knights' Kingdom

King Leo's Court



King Leo comes complete with his own special silver sword. Leo is strong and clever. He always knows how to handle the trickiest of situations.



Queen Leonora likes to advise King Leo on tactics. She is loved by the people of the Kingdom and does a lot to help them.



Princess Storm is the daughter of Leo and Leonora, and is very beautiful. She's a lot like her mother and father, but does have a bit of a temper, which is how she got her name! Even Leo couldn't stop her from joining his army! She's very quick with her sword and also makes a great lookout. She's often the first to spot the evil Cedric the Bull.

The Knights' Kingdom



Richard the Strong has been one of Leo's knights for many years and has served the Kingdom well. His father was a knight of the Kingdom before him and tales are still told of his courage. Richard is Leo's best and favorite knight. Richard's best friend is his own apprentice, John of Mayne.



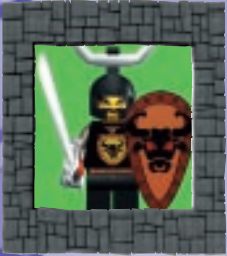
John of Mayne is the son of the nobleman, Sir Arthur and John grew up with Princess Storm. It was John who taught the Princess how to use a bow and arrow. She accidentally hit the blacksmith's bottom and he couldn't walk for a week! John took the blame for her because he's secretly in love with the Princess!



King Leo's other soldiers are armed with halberds (huge axes). Scary!

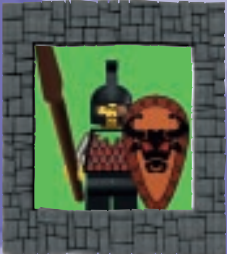
The Knights' Kingdom

Cedric and his gang



Cedric the Bull is the evil son of a King who lives in a far off land. He wants a castle of his own, and wants it right now! He is only happy when he's winning. Despite his battleaxe and spear, that's still not very often!

Some say he only has a silver sword because he envies Leo's. Despite a bad temper Cedric is a very good horseman, and can be a real challenge to Richard. He is so tough, some say he can even chop wood barehanded!

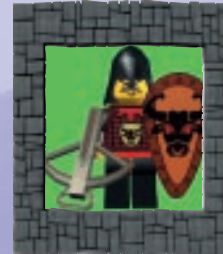


Gilbert the Bad is an expert on attacking castles, and building amazing siege engines. He's never happier than when one of his cunning attacks works out. Cedric would be lost without Gilbert!

The Knights' Kingdom



Weezil was found in a basket in the forest and Cedric has raised him as his own son. He's most at home in the forest and can find a trail anywhere even in the dark. He's quite sneaky and thanks to Weezil, no one ever knows where Cedric's men are hidden.



Cedric's Soldiers have been taught to use their crossbows by Weezil – so be careful!



Starting LEGO Creator Knights' Kingdom

To run LEGO Creator Knights' Kingdom, do one of the following:

- Click on the Knights' shield on the desktop;
- Choose Start>Programs>LEGO Media>Constructive>LEGO Creator Knights' Kingdom.

The LEGO Creator Knights' Kingdom CD must be present in your CD Drive to run the game.

Note: You can skip the LEGO Creator Knights' Kingdom video by pressing the spacebar.

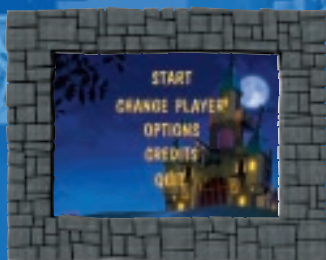
Adding and choosing a player



The first time that you play, click on the character at the top of the screen, the one with the empty space next to it. Type your name into the space. Click the Tick button to go to the menu. When you start playing, you'll go straight to the challenges set by Richard the Strong!

Next time you play, your name will already be recorded, so just click the character next to your name and then the Tick button to start. You can always come back to this screen to add or remove a player at any time.

Letting someone else play



Instead of clicking on the face next to your name, you'll find a new blank space in which you can type the name of the new player. Then click the Tick button. Each player can save his or her own separate models and Worlds. You can always come back to this screen to change the player.

Starting LEGO Creator Knights' Kingdom

Leaving the game completely

Just click 'Quit'!

Options

You might want to ask a grown-up for help during this bit!

Four options are available, which allow you to tailor the game to suit your system. Once selected, the game remembers your settings, and uses them again the next time you play.

Detail Level



Selecting the brick on the right will give you the highest level of detail - game objects will look more like real LEGO but may run slower depending on the power of your computer. If the game runs too slowly, select one of the less detailed bricks to the left.

Hardware Acceleration



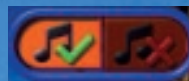
If your computer has a graphics card that provides 3D hardware acceleration click the right-hand button. If not, or if you then experience display problems in the game, click the picture of the computer (the left-hand button).

Hints and Tips



When you start the game, Richard the Strong will automatically give you help and advice during the game. If you wish to turn this help off, then click the right-hand button.

Music



When you want to play quietly, this option lets you turn off the music that can be heard as you play.

The Six Challenges of Knighthood

When you first start the game, Richard the Strong has set some challenges that you must complete to open up the full power of LEGO Creator Knights' Kingdom. When you start LEGO Creator Knights' Kingdom you are an Apprentice. Only after completing the first four challenges will you become a Soldier and you must successfully complete all six to become a Knight! When you become a Soldier you will be able to choose from lots of different Worlds and use all the models available, to make and save your own Worlds. You'll also be able to enter the Workshop, where you can complete the last two challenges and build with individual LEGO bricks!

The LEGO World Challenges

Challenge 1: Meet the King and visit the castle
Learn to move around in the LEGO World and make things happen.
Can you open the drawbridge?

Challenge 2: Extra defenses
Add parts to the castle and your 3D world. You'll soon be building your own castles if you can meet the challenge!

Challenge 3: When walls are not enough
Add a cannon to keep Cedric at bay! The challenge is not just to find one, but to lift it onto the ramparts.

Challenge 4: Under attack
Defeat Cedric to become a Soldier and earn the freedom to explore the World. You can now make other models come to life.

The Six Challenges of Knighthood

The Workshop Challenges

When you feel ready, you can try the last two challenges. These are in the Workshop where you can make your very own models! If you succeed, you'll become a Knight and all the power of the Kingdom will become yours to enjoy!

Challenge 5: A new home for Cedric
As well as the ready-built models you can make your own in the Workshop. How about a jail for Cedric?

Challenge 6: Guards!
It's no help having Cedric roaming the Kingdom with a fine jail still sitting in your Workshop! Finish off the Workshop and place the jail into the World.



"You may want to build your skills as a Soldier before tackling the last two challenges for Knighthood. Good Luck!"



Choosing a LEGO World

The World Screen

Choosing ready made Worlds



You'll only be able to choose Worlds when you've become a Soldier in King Leo's court, and that means completing the first four challenges! Thereafter, when you click Start you'll see this screen and be able to choose the World you want to play with.

Choosing Worlds you've made yourself



The yellow tab shows all of the Worlds that we have already created for you.

To play in a World that you saved earlier, click on the blue tab - you'll see pictures of all of your own Worlds. Click on the one in which you would like to play and then click on the Tick!

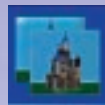


"If you want to go back to the start, click on the picture of me going out of the door".



Choosing a LEGO World

Copying Worlds



If you've made a really cool World and want to keep a copy before making further changes, select the World and click the Copy button.

Removing Worlds



To remove one of the Worlds you've saved yourself, click on the picture of the World to choose it and then click on the Dustbin.

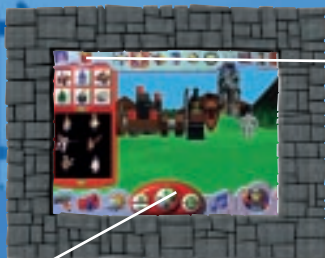


"Be careful when you use the Dustbin button. Once you've removed a World, it's gone forever!"



Playing in the LEGO World

The LEGO World



This is the LEGO World.

The panel on the left of the screen is the Model Bucket, which is full of minifigures, animals and models that you can add to the World we are looking at.

You can make a complete World of your own, putting together the models we've built for you, as well as your own models that you've made in the Workshop.

The big red panel at the bottom of the screen helps you move about and look at the World from different angles.

We'll explain what everything does in a moment but we should first take a look at a special panel called 'The Toolbar'

The Toolbar



When you select a model in your LEGO World, these buttons allow you to change it – move it around, turn it, change its color or even get rid of it altogether! You can only do one thing to a model at any time so if you click on any one of these buttons the others will automatically switch off for you. The tool you have chosen will be marked by a red box, and your cursor will change to match the selected button. Of course you'll have to remember to choose another button on this Toolbar when you want to do something else!

The Workshop



This is the Workshop, where you can make your own models. It looks very like the LEGO World doesn't it? Here you can make models out of individual LEGO bricks. Can you see the bricks in the panel on the left? This is the Brick Bucket, (just like the Model Bucket but with bricks instead!) You can see the Toolbar again, and the movement controls, which are very like those in the LEGO World.

Playing in the LEGO World

You can see the Toolbar again, and the movement controls, which are very like those in the LEGO World.

Asking Richard the Strong for Help



"Don't worry if you ever feel unsure about what a button does - just click on the picture of me in the bottom right hand corner of the screen, then on the button, and I'll tell you all about it!"

Moving Around Your LEGO World



You'll need to move around your LEGO World for lots of reasons; you'll need to look around your models when you're building them... and you need to keep an eye out for Cedric the Bull!

Moving forwards, backwards and sideways

- To move forward in your LEGO World, move your pointer to the top edge of your screen.
- To move backwards, move your pointer to the bottom edge of your screen.
- To move to the left, move your pointer to the left edge of your screen.
- To move to the right, move your pointer to the right edge of your screen.

The mouse pointer will change to a big arrow when you put it in the right position. This way of moving around only works in the main LEGO World, and not in the Workshop.

Moving around in a circle and looking from above



- Look for the ball with arrows on it
- Click on the middle of the ball with your left mouse button.
- Hold your finger on the mouse button.
- Drag the middle of the ball around.



You can move in a big circle or you can look down on the World from above. See how the ball rolls around when you click and drag it?

Playing in the LEGO World

Zooming in and out

Moving closer to things



You can move closer to things in your LEGO World by clicking on the Zoom In button. Keep your finger on the left mouse button to move closer more quickly.

Moving further away from things



You can move further away too. Just click on this Zoom Out button. Keep your finger on the left mouse button to move further away more quickly.

Centering your viewpoint on a model



- Just click on this button. The cursor will change to a target.
- Now click on something that you want to see in the center of your view.

This button is only available in the main LEGO World and not in the Workshop.

The Model Bucket



Inside the Model Bucket are lots of ready-made models, as well as any models that you've made in the Workshop. If you can't see your Model Bucket on the left side of the screen, click this button to show it.

Playing in the LEGO World

The Model Bucket has six sections to make it easier to find things. Click one of these buttons to show the models.



Bringing a model into your World

- Click on your chosen model with your left mouse button and hold the button down.
- Drag the mouse pointer into the World without letting go of the mouse button - after a moment you'll see an outline of the model following your mouse.
- Make sure that you can see the line before you take your finger off the mouse button.
- Let go of the mouse button when the model is where you want it to be.

That's it: the model is now in your LEGO World!



"If the white outline doesn't appear where you are trying to place the model, it may be that there's just not enough space there! Try moving the pointer somewhere with more room. Once your model is in the World it's much easier to change its position. There are all sorts of models that you can choose. You need to use the towers, walls and cannons to help me to keep the castle safe. Click the arrow at the bottom of the Brick Bucket to see models that might be hidden from view".

Playing in the LEGO World

Moving models backwards, forwards and sideways



- Click the Move Models button.
- Click on the model you want to move with your left mouse button and hold the button down.
- Drag the mouse pointer without letting go of the mouse button.
- When the model is positioned where you want it, just let go of the mouse button.

If the outline disappears, it means there's not enough space there to place the model. Try moving the mouse pointer to a more open area. You can always adjust the position once the model is placed.



"If something is in the way, you can keep dragging the mouse until it reaches clear space again – the model you are moving will now pop straight through to the other side! Try moving my friend John of Mayne into position to fight the dastardly Weezil".

Moving models up and down



You need to move models up and down to put one model on top of another.

- Click on the Move Models button.
- Click on the model you want to lift up or put down and keep the mouse button pressed down.
- Hold down the CTRL button on your keyboard
- Now move your mouse up and down.

Playing in the LEGO World

Some models will magically snap together when you line them up and drop one on to the other!



"Can you see the shadow underneath the model? You can use this shadow to tell when models in the air are lined up with other models underneath them. Now you can put models on top of each other. Remember to use the shadow to tell when the models are lined up. Try putting the castle keep on top of the castle base. Or you could put a turret with crossbows on top of a tower. Then you can shoot at Cedric the Bull!"

Selecting and moving individual models

To select an individual model:

- Click on the Move Models button
- Put your finger on the ALT key on your keyboard and hold it down.
- Click on the model you want to move.
- Hold down the left mouse button and drag the model to where you want to position it.
- Let go of the ALT key when you want to place the model.



"The ALT key is also in the bottom left corner of the keyboard, near the CTRL key".

Turning models



- Click on the Turn Models button.
- Click on the model you want to turn with your left mouse button.
- Keep clicking on the model until you've turned it around as much as you want to.



"You can use this to turn walls around when you're building a castle for King Leo to live in. Or you can turn the catapult around to throw boulders at Cedric the Bull!"

Playing in the LEGO World

Removing models



Sometimes you'll want to remove a model from your LEGO World.

- Click on the Dustbin
- Click on any model that you want to remove from your LEGO World. The model disappears.



"The mouse pointer will stay as a Dustbin until you click another button in the toolbar. So be careful; if you don't click on another button, you'll keep deleting any models that you click! Don't worry though, you can always bring your model back from the Model Bucket if you need it!"

Painting

You can make your LEGO World look much more interesting by painting the ready made models, and even single bricks when you're building in the Workshop (enter the Workshop as described on page 30).



- First you need to click on the Paint button, which makes the Paint Palette appear.



- Click the color with which you want to paint. (The color with which you're painting is marked by a little paintbrush)

- If you are in the LEGO World, click on a section of your model with your left mouse button to change its color. All the bricks of that color in the model will be painted with the new color.
- If you are in the LEGO Workshop, click on any individual bricks that you want to paint.

Playing in the LEGO World



"You can paint your models in bright colors so everyone in the castle can be proud of them. King Leo likes everything to look splendid. In the Workshop you'll even get transparent colors!"

Making things happen!

All sorts of things in your LEGO World can move, fly, shoot things and drive around. Your LEGO World gets really exciting when everything starts happening! Here are three ways you can get things moving:

Action

Some of the models in the LEGO World can do amazing things when you click on them. For instance, you can make drawbridges and doors open and close, or make Destructa bricks explode.



- Click on the Action button. You can make some of the models do clever things, just by clicking on them!
- When you move the mouse pointer over these special models, it will show a white outline.
- Click on a model to make it do something.



"Try clicking on Destructa bricks and watch them explode!"

Playing in the LEGO World

Play

You can make things like minifigures and vehicles move around in your LEGO World.

You can see which things will move because the path that they follow is shown on the screen like this:



- Just click on the Play button. All of the models with paths will start moving!
- Click on the button again to stop everything.

You can also make these moving models follow the dirt tracks.

- Bring a dirt track piece into your World from the Scenery section of the Model Bucket.
- If you've still got the Play button on, click on it to stop things moving.
- Click on the model with the right mouse button and next time you click on the Play button the model will follow the track. (If it's not on a track to start with it will head to the nearest one).
- To make the model return to its path, click the Play button again to turn it off and click the model with the right mouse button again.



"Take a tip from me: It's easier to stop the models moving before you try to build in your LEGO World".

Playing in the LEGO World

Pilot

This is really exciting! If a minifigure, animal or vehicle is moving, you can follow it around - or even better, take control of the minifigure and see how it views your LEGO World, or even ride inside a vehicle.



- Click on the Pilot button.
- Click on a model or minifigure that shows a path, like King Leo, left. (Models that you can pilot will show a white outline when the mouse pointer moves over them.)

These buttons will appear:



In this example, the top button is lit, which shows that you are following the model from just behind.

Try clicking the lower button to see the World from inside the model, or to actually become the minifigure!

You can use your keyboard arrows, or a joystick to steer the model and make it do things!

Press the spacebar on your keyboard or the fire-button on the joystick to see what happens on the model. To switch from keyboard control to joystick control, just click the fire button on the joystick. To switch back to keyboard, just press a key.



"If the model isn't moving around, remember to click on the Play button!

Try clicking on Weezil and shoot his crossbow".

Playing in the LEGO World

Changing the path of a model or minifigure



- You can change the path a vehicle or minifigure takes with the mouse
- First, make sure that the Play button is off (this will stop everything moving)
- Then, hold down the SHIFT key, and click on the line that shows the path the model or minifigure will take
- Keep holding down the SHIFT key. Hold down the left mouse button, and drag the line until you are happy with the new path
- Click on the Play button again and watch the vehicle or minifigure follow your new path!

Changing the weather



Click on the Weather button to change the weather and the time of day in your LEGO World. You can make it sunny, windy, foggy, rainy or even start to thunder!



When you've clicked on the button, you'll see ten more buttons that allow you to control the weather and times of day.

- Click on one of these buttons.
- Click on the Tick button to go back to your LEGO World.



"Try changing the time of day to night-time to confuse Cedric. I'll let you into a secret though: if you make it thunder, John of Mayne gets a bit frightened, but don't tell him I told you!"

Playing in the LEGO World

Listening to music



Click the Music button to change the music that you listen to while you're playing, or to switch the music off altogether.



- Choose whose favourite music you'd like to play by clicking on the faces; or you can click the 'X' button to switch the music off in this World.
- Click the Tick button to go back to your LEGO World.

Taking a picture

You can take a picture of your LEGO World. Then you can print the picture to show to your friends. You can even show the picture on your computer.

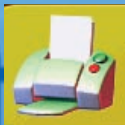


- Click on the Snapshot button. This takes a picture of the part of your world that you're looking at.
- A new screen appears. Here, you can see your new picture and any other pictures that you've taken.



- Click on the Tick button to go back to your LEGO World. If you want to take a different picture, move around until you're looking at something else, and click on the Snapshot button again.

Playing in the LEGO World



The Printer button lets you print your picture. Just click on a picture to choose it and then click the printer!



The Computer button lets you set your chosen picture as the 'wallpaper' (or background picture) on your computer.



The Dustbin button allows you to delete any pictures you don't want. Be careful though, because once they've been deleted, they're gone forever.



"Remember to close the Model Bucket and the Paint Palette first or they'll appear in the picture!"

"Princess Storm will be really pleased if you take her picture!"

Saving a LEGO World



When playing in the LEGO World click the Save World button to save the World that you've just built or changed.

Playing in the LEGO World



- The World Screen appears, showing all the LEGO Worlds you have saved. Click on the Tick button to get back into the LEGO World.



"Just as you do when you save a picture of the World, remember to close the Model Bucket and the Paint Palette first or they'll appear in the picture in your World Screen!"

Sharing Worlds



In the World Screen, you can also share your Worlds with your friends. To copy a World on to a floppy disk, click on the left-hand Floppy Disk button, the one with the arrow pointing towards the disk. To copy a World from a floppy disk, click on the right-hand Floppy Disk button, the one with the arrow pointing away from the disk.



Make sure you've put a floppy disk into your computer first! If there is not enough room on the floppy disk, your World will be automatically saved to the My Worlds folder. To access the My Worlds folder from your Desktop, click Start>Programs>LEGO Media>Constructive> LEGO Creator Knights' Kingdom>Players. The My Worlds folder is stored under the relevant player's name.

Leaving the LEGO World



At any time you can leave the game by clicking on the Door button in the top right corner of the LEGO World screen. This will return you to the Start Menu. You will be prompted to save your World and objects if you haven't already. Just click the Quit button on the Start menu to end LEGO Creator Knights' Kingdom.

The Workshop

Making your own models



Click the Hammer button to enter the Workshop, where you can make your own models. Don't forget that when you enter for the first time, you'll have to complete two challenges to become a Knight and to open all of the features that are available in the Workshop.

The Brick Bucket

You can't make your own models without some LEGO bricks, now, can you? So first we need to show you how to get bricks onto the Workshop mat.

The Brick Bucket contains all the bricks you can use in the Workshop. There are just too many to list, but there are some that will do clever things when you put them into the LEGO World. Just click the Action button, and click on the brick to see what it does.

You can choose different types of bricks to bring into your Workshop by clicking the buttons at the top of the Brick Bucket.

The Workshop

We've sorted the Brick Bucket into easy sections. Each button represents different types of brick:



For example, if you click on the Basic Bricks button you will see all the basic LEGO bricks that are available in the Brick Bucket.



If you click on the Windows, Doors and Fences button you will see all of the windows, doors and fences with which you can build.

Getting bricks from the Brick Bucket

- Click on the brick you want with your left mouse button and hold the button down.
- Drag the mouse pointer onto the Workshop mat without letting go of the mouse button (you'll see an outline of the brick following your mouse).
- Let go of the mouse button when the brick is where you want it.
- The brick is now on your Workshop mat, and can be moved and changed using the Toolbar buttons



"Click the arrow at the bottom of the Brick Bucket to see bricks that might be hidden from view".

The Workshop

Moving bricks



- Click on the Move Bricks button.
- Click on the brick you want to move with your left mouse button and hold the button down.
- Drag the mouse pointer without letting go of the mouse button.
- Let go of the mouse button when the brick is where you want it to be.



"If other bricks get in the way just move your mouse pointer through them to a space. The brick will only move to a space in which it will fit."

Moving bricks up and down

You need to move bricks up and down to put one brick on top of another.



- Click on the Move Bricks button.
- Click on the brick you want to lift up or put down.
- Now put your finger on the CTRL button on your keyboard and hold it down.
- Now move your mouse up and down.



"Pssst! The CTRL key can be found in the bottom left corner of your keyboard"

The Workshop

Can you see the shadow underneath the brick? You can use this shadow to tell when bricks are above the mat and when they're lined up with bricks below. Now you can put bricks on top of each other.

Sliding bricks over the top of other bricks



- First you need to click on the Move Bricks button.
- Click on the brick you want to slide over the top of another brick.
- Put your finger on the SHIFT key on your keyboard and hold it down.
- Drag the brick straight into another brick. Your brick lifts up and over the brick, and down on the other side.
- Let go of the SHIFT key when you want to place the brick.

Selecting and moving individual bricks

To select individual bricks in a model, rather than groups of connected bricks:

- Click on the Move Bricks button
- Put your finger on the ALT key on your keyboard and hold it down.
- Click on the brick you want to move.
- Hold down the left mouse button and drag the brick to where you want to position it.
- Let go of the ALT key when you want to place the brick.



"The SHIFT and ALT keys are also in the bottom left corner of the keyboard, near the CTRL key".

The Workshop

Turning bricks



- Click on the Turn Bricks button.
- Click on the brick you want to turn with your left mouse button.
- Keep clicking on the brick until you've turned it around as much as you want to.

Removing bricks



- Click on the Remove Bricks button – the one that looks like a dustbin.
- Click on any brick that you want to remove from your Workshop. The brick disappears. You may delete more than one brick depending on how the bricks are joined. Look at the white outline before you delete – whatever is outlined will be deleted.



"The mouse pointer will remain as a dustbin until you click another button in the toolbar. So be careful; if you don't click on another button, you'll keep deleting any bricks that you click on! If you delete a brick by accident, just bring a new one from the Brick Bucket!"

Copying bricks

You can copy bricks when you're building your model. This means you can pile identical bricks on top of each other without having to get a new brick out of the Brick Bucket each time.



- Click on the Copy Bricks button.
- Click on the brick you want to copy with your left mouse button. Another brick will appear above the first.
- Keep clicking on the brick until you've copied it as many times as you want to.

The Workshop



"When you copy bricks like this they just float above one another. You need to put your finger on the CTRL button and drag the brick down on to the one below with your mouse".

Sweeping the Workshop mat clean



Click on this Clear Mat button. All of the bricks on your Workshop mat will disappear.



"This clears away all of the bricks on the Workshop mat. Make sure you've saved your model first if you want to keep it! Otherwise it will be swept away forever!"

Saving your model



You can save your model when you've finished building it. When you've done this you can put the model into your LEGO World.



- Make sure the Paint Palette is not displayed (or it will show in the saved model picture)
- Click on this button to save the model that you've just built.
- A new screen appears showing all of the models that you have saved.
- Click on the Tick button to get back into the Workshop.

The Workshop



When you go back into your LEGO World this model will be in your Model Bucket. Click this button in the Model Bucket to see models that you have built.

Carrying on with a model that you've already started building

You can carry on working with a model that you've built before.



"This only works if you saved the model when you finished working with it".



- First you need to click on this button.
- A new screen appears showing all of the models that you have saved.
- Click on the model on which you want to work.
- Click on the Tick button to get back to the Workshop.
- Now you can carry on working on the model.

Sharing models

In the Models Screen, you can also share models with your friends, copy them and remove them.

Sharing models



To copy a model on to a floppy disk, click on the left-hand Floppy Disk button, the one with the arrow pointing towards the disk. To copy a model from a floppy disk, click on the right-hand Floppy Disk button, the one with the arrow pointing away from the disk.

Make sure you've put a floppy disk in the computer first!



The Workshop

Copying models



If you've made a really cool model and want to keep a copy before making further changes, choose the model and click the Copy button.

Removing models



To remove one of the models, click on the picture of the model to choose it and then click on the Dustbin button.



"Be careful when you use the Dustbin button. Once a model is deleted, it is gone forever!"

Going back to your LEGO World



When you've finished building you can go back to the LEGO World.

- Just click on this button to go back to your LEGO World.



"Make sure you've saved your model if you want to keep it. Otherwise it will be swept away forever!"

Cool Models

Minifigures and Animals

All of King Leo's Court and all Cedric's men can be found in the Model Bucket carrying lots of different shields and other items.

If you want a minifigure to walk about choose ones that are holding something as the others are made to stand still



"If a minifigure isn't holding anything they'll stand still but might still do something if you click them (after clicking the Action button)! If they are holding a sword when you click them—well, you'd better duck!"

Of course Benjamin Bones ignores all this, he isn't holding anything but he likes to rattle about anyway!

If you can see the outline of a path below any models and minifigures, they will move about when the Play button is pressed.

Other Models

There are lots of exciting models that you can build with in the Model Bucket. The most important is the castle base (called a 'Motte'), which has a working drawbridge. You can build a castle for King Leo to live in just by adding towers and walls. There are towers that contain catapults and crossbows, tall towers, short towers, even a tower specially designed for King Leo to show off his sword. There are towers with iron bars for keeping treasure in and Weezil out! And there's a prison too, just waiting for Cedric.

Of course, Cedric isn't that easy to catch. He's got some defenses of his own - bridges that tip, cannons, catapults, spinning axes and even a cart that shoots fire!

Cool Models

There's also some equipment for jousting - a pavilion for the King and a Quintain (a spinning contraption for Knights to practice their jousting). Perhaps Gilbert would accept a challenge from Richard the Strong. Don't forget the dragons - a friendly green one and nasty black one.

There's plenty of scenery too, like trees and flowers. They're perfect for Cedric to hide behind when he's planning an ambush!

Last but not least, there are the famous LEGO Destructa bricks. They're the ones marked with a stick of dynamite. The flat, white bricks explode if a model or minifigure gets near. The white cylinder explodes if something bumps into it. The chest explodes when you open it - click on it at your peril! Clicking on the barrel sets the timer...tick...tick...tick...



Credits

Developer:

Superscape Professional Services

Original Concept and Game Design

Geoff Smith, Paul Grimster,
Sonja Kristensen, John Temperton,
Stefan von Cavallar

Project Management

Geoff Smith

Project Consultancy & Coordination

David Wright, Steve Mortara
Dave Griffith, Karen Evans

Programming

3D Programming

Paul Grimster, Chris Andrew,
Evangelos Ginis, Rich Hill

Interface Programming

Stefan von Cavallar (Lead)
Evangelos Ginis

Installer

Rich Hill

Help and Challenges

Chris Andrew, James Davis

Artists

Interface Design

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John Temperton

Graphic Design

John Temperton (Lead), Sonja
Kristensen, Darren Farmer, Rak Patel

3D Geometry and Design

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Damon Reid

Character Animation

Rich Self

Help and Challenges

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Sound

Sound Design

Ian Livingstone
Media Themes and Sound Design

Music

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EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the screen; position yourself with the linking cable at full stretch.

Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.



constructive.



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